MARVEL
INTER
ACTIVE

PC CD-ROM

X-MEN

THE RAVAGES OF

APOCALYPSE

A QUAKE® TOTAL CONVERSION

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

Requires Full Version of Quake

This product is in no way affiliated with, nor
will it be supported by, Id Software, Inc.

WizardWorks

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MINIMUM SYSTEM REQUIREMENTS

- MS-DOS 5.0 or higher or Windows® 95 operating system
- Intel Pentium® 75 MHz processor (must have math coprocessor)
- 16 MB RAM
- Double-speed CD-ROM drive (300K/sec. sustained transfer rate)
- Hard disk drive with 100 MB of uncompressed space available
- Sound Blaster™ or 100% compatible sound card (highly recommended)
- Joystick and mouse-supported (3-button mouse recommended)
- Supports modem, network, and IP (Internet) play
- Full registered version of Quake® already installed.

THE STORY

Prologue

In the aftermath of Onslaught the world is a fragile place. Human and mutant defenses alike are spent, and unlikely to be replenished any time soon. Many of the world's greatest defenders and heroes have died while defending against the Onslaught... the Fantastic Four, the Avengers, to name a few.

A team of heroes at the very heart of the problem, the X-Men are licking their wounds, hoping that they will have a chance to recoup before facing any new threats. Unfortunately for them they are not going to get any such luxuries.

Apocalypse, one of the X-Men's most challenging adversaries of recent years, has been planning and waiting for this day, a day when he will have the opportunity to take over the world with little or no opposition. Using a Mystery Ally's technology, Apocalypse has created a cloning device, a formidable weapon in the wrong hands.

Exercising his long held belief that only the strong will survive, Apocalypse set about capturing the X-Men to use as guinea pigs for his cloning device, for with an army of mutant X-clones no one would be able to oppose him in his quest of ultimate domination.

Both enemies working together manage to ambush and capture the X-Men with relatively little bloodshed. Apocalypse wastes no time in setting up the cloning device and starts to create his army, cloned from the X-Men.

Apocalypse has just discovered the likely possibility that there is someone who has been following his movements. Someone who has his own agenda, who, like himself, doesn't permit anything to get in their way.

This mysterious onlooker is known as Magneto, the Master of Magnetism.

Magneto, while no friend of the X-Men and even less an ally to the human population, cannot allow Apocalypse to succeed in his quest, for Magneto alone will rule the world. If Apocalypse becomes world dominator, Magneto's plans will all have been for naught.

Magneto has been working on a way to thwart Apocalypse, not just to stop him, but to destroy him for good. Weeks spent in his high tech laboratories, months spent in planning will soon see the light of day. Whether these plans succeed or fail will soon be decided...

Chapter 1

You wake up in a cold sweat. You vaguely remember nightmarish dreams of pain and agony, bright lights and cold rooms. You shake your head and slowly sit up, still groggy with sleep. You look at your surroundings for the first time and a stab of white hot fear hits you. All you can see is white tiled walls with a metal slab on which you've been asleep. You look down to your hands, your hand...no, you seem to have some sort of metallic covers over your hands. Starting to shake now with fear, you notice a mirror on the far side of the room. You slowly walk over to it, unsure if you really want to look into it. You pick it up. Not knowing your own strength, you crush it.

You remember a dream... You were so sure it was a dream... You remember a buried lust for power fatefully exposed...

What you see makes you feel nauseous, your head spins, your vision fades. Just before you pass out you manage to scream out, "WHAT HAVE YOU DONE TO ME...?"

To find out how the story ends, start playing X-MEN: THE RAVAGES OF APOCALYPSE.

INSTALLING
Installation

X-MEN: THE RAVAGES OF APOCALYPSE requires the full, registered version of Quake® to run. For installation instructions on Quake, refer to the README.TXT on the Quake CD to see the exact procedure recommended for your machine. Once Quake has been installed, you can install X-MEN: THE RAVAGES OF APOCALYPSE in Windows® 95; simply double-click the Setup.exe icon on the CD. In DOS, type D:Install.bat (assuming D is your CD ROM drive) and the location of Quake, for example you would type INSTALL.BAT C:QUAKE if Quake was installed in the C:Quake directory on your computer. For further detailed installation instructions, refer

to the README.TXT on the X-MEN: THE RAVAGES OF APOCALYPSE CD. You must run the install before you can play it. It will not run off the CD-ROM.

Starting a Game

The Windows 95 installation will create a group and icons within the start menu of Windows 95, and create an icon on your desktop. Click on the X-MEN: THE RAVAGES OF APOCALYPSE icon to start the Game Launcher. DOS users type XMEN from your Quake directory to begin playing.

On the opening screen, choose your version of Quake from DOS Quake, WIN Quake, GL Quake or Verite Quake. You can immediately enter the game by clicking on the Single-Play button. You can also click on:

LOAD: to load a saved game.
INTRO: to view the CyberComic intro.
CREDITS: to view the credits.
MULTI-PLAY: to setup a Multi-player game.

Clicking on the Multi-player button will take you to the Multi-player screen. Here you can choose your character, level and mode.

(Note: make sure you have "always run" turned on in the options menu before playing).

THE BASICS OF GAMEPLAY

Skill

The X-Men Mansion has different paths for each level of Skill you wish to play.

Easy: This is meant for little kids and grandmas.
Normal: Most people should start Quake at Normal Skill.
Hard: The X-Men start to show why they're the best at what they do.
Nightmare: Good luck, bub.

Getting About

Movement is accomplished in the same manner as Quake. See the Quake manual for a detailed description of movement. There are a few things to keep in mind while playing.

Use: Quake has no "use" function. To push a button or open a door, walk up to it or, in some cases, shoot it. To ride a platform up, step onto it. If a door won't open or a platform won't lower, you may need to do something special to activate it.

Picking up stuff: To pick up items, weapons and power-ups, walk over them. If you can't pick up something, it means you already have the maximum possible. If it is armor, it means the stuff you're trying to get is worse than what you now have.

Buttons and Floorplates: Buttons activate with a touch, and floorplates must be stepped on. If you see a distinctive-looking button in a spot you cannot reach, it's probably a shootable button - fire at it.

Doors: Most doors open at your approach. If one doesn't, seek a button, floorplate, or key.

Secret Doors: Some doors are camouflaged. Almost all secret doors open when they are shot or hit with an axe. The rest are opened by hidden pressure plates or buttons.

Platforms: Most platforms only go up and down, while some follow tracks around rooms or levels. Normally, when you step onto a platform, it rises to its full height, and lowers when you step off. Some platforms drop when you step onto them, and some don't work until you activate them via button or pressure plate.

Pressure Plates & Motion Detectors: Sensors can open doors, unleash traps, warn X-clones, etc.

Uncovering Secrets: All secrets in X-MEN: THE RAVAGES OF APOCALYPSE are indicated by clues. Don't waste your time hacking at every wall. It's much more productive (and fun) to use your brain and your eyes. Look up. Any angled texture, a light shining under a wall, a strange sound, anything… might be the clue. Something prominent in a room might be decoration… or it might be the clue. If there is a brick sticking out of the wall, you can be fairly sure it's sticking out for a reason.

COMMANDS, MENU & CONSOLE

Keyboard Commands: Press F1 (the Help key) or select the Help option from the Main Menu to get a list of keyboard commands. (*NOTE: Help lists the default keys. Help won't be totally accurate if you've customized you keys*).

The Main Menu: Press the Escape key to pop up the Main Menu. While you are in the menu, the game is paused. The Main Menu is pretty much self-explanatory, but if you have questions, README.TXT explains all. (*TIP: Your current key configuration is saved when you quit, and will restore itself the next time you play*).

Console: Press the ~(tilde) key to bring down the console. As with the Main Menu, when the console is down, a single player game is paused. A wide variety of esoteric commands can be entered at the console. If your keyboard has no ~(tilde), the **Options** submenu from the **Main Menu** has a "**Go To Console**" selection.

THE GAME

The X-Men Mansion

You will start in the Xavier Institute for Higher Learning, otherwise known as the X-Men Mansion. It is modeled on the real Mansion as seen in "THE SURVIVAL GUIDE TO THE X-MEN MANSION." You will need to find a way to leave the Mansion to start your quest, a gateway to finding Apocalypse.

The Fortress of Apocalypse

You will start out at the base of the pyramid that Apocalypse has converted into his fortress. As you move further through the fortress you will notice the scenery changing as you get closer to Apocalypse's Chamber.

These levels will be full of traps, mazes, and puzzles. There will be areas where you will have a chance to destroy a whole room full of X-clones, but on the whole it will be much more strategic. There will be many secret rooms, and many of the traps one would expect to find in a pyramid.

You will need to pick up a hidden weapon component in each level. These components will eventually join together to make a weapon powerful enough to defeat Apocalypse. When the player has found the component, Magneto will appear to you as a hologram, explaining its use, or giving some strategy hint, or merely offering support.

The Downfall of Sinister Plans

You will start in the war-torn world, with Apocalypse's mystery ally holding out beneath the ground in his guarded fortress. Your goal is to find this mysterious ally of Apocalypse and defeat him.

By this stage, the world's defenses have been trying to battle the X-clones, so everywhere is war-torn and damaged. Gateway will be on hand at the right times to teleport you closer and closer to Apocalypse's mystery ally.

Gateway is an Australian aborigine with the superhuman ability to create a teleportational "gateway" from one location to another. He is an ally of the X-Men.

The player will need to pick up a hidden weapon component in each level in this episode as well. These

components will eventually join together to make a weapon powerful enough to defeat the villainous enemy. When the player has found the component, Magneto will appear as a telepathically based hologram, explaining its use, or giving some strategy hint, or merely offering support.

The Screen

The large top part of the screen is the view area in which you see clones and architecture. Immediately below is the Inventory Bar. Below that is the Status Bar. You can enlarge the viewing area (press the + key) so much that it engulfs first the Inventory Bar and then the Status Bar. The "-" key shrinks the view area.

Inventory Bar: Lists ammo, weapons, Multi-play scores and power-ups.

The active weapon is lit up. Type the appropriate number key (1-8) to switch to that weapon. In Multi-play, the top four scores are displayed, along with the color(s) of those players.

Status Bar: A vital part of the screen. When your armor, hit points, or ammo gets low, the number turns red.

Score Bar: Hold down the Tab key to replace the Status Bar with the Score Bar. This lists the proportion of X-clones you've killed, secrets you've found, and time you've spent, along with the level name. While in Multi-player Mode, pressing Tab shows the normal stuff you would see in Single-player Mode, but over the game screen the entire Rankings List will be displayed (just like when you die in Multi-play Mode).

(Inventory Bar)	(Status Bar)	(Score Bar)

Ending a Level

Once you finish a level, you'll find Gateway who will teleport you to the next level. You will have the same health, armor and ammo on entering a level as you had before you left the previous one.

Ending an Episode

At the end of Episode One, The Fortress of Apocalypse, having defeated Apocalypse, you will be transported to the next location on your mission to find Apocalypse's mysterious ally. You will notice, unfortunately, after you materialize in Episode Two, The Downfall of Sinister Plans, that you are stripped of the armor and ammunition you had acquired up to this point.
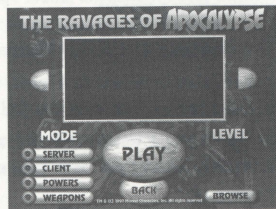
Enhanced Multi-player Options

In a Multi-player game, one computer must act as the Server, and all the others as Clients. It is the Server who will have the choice of Multi-player modes and the level used. The modes are **"Powers only"** or **"All weapons"**. **"Powers only"** mode allows only your character's special powers. Each character has 2 unique powers. This is a true test to see who is the best X-Man. **"All weapons"** mode allows both the single-play weapons and your character's unique powers.

Steps:

1. Choose your character by clicking on the left and right arrows.
2. Choose Server or Client.
3. If you choose Server, choose Multi-play mode and Level.
4. Click on Play to enter the game.

YOUR NEW ENVIRONMENT

New Weapons in X-MEN: THE RAVAGES OF APOCALYPSE

Power Fist: The Power Fist is your pathetic attempt at fighting the X-clones if you have run out of all other ammunition.

Chain-gun: The Chain-gun fires many shells in close succession, causing fast damage. Although a very good all-purpose weapon, it chews through the ammo. The chain-gun will fire in bursts as it heats up and needs to cool down. The longer you use it, the more time it will take to cool down.

Flame-thrower: The Flame-thrower fires a sustained flame that kills quickly, but uses a lot of ammo. You will laugh when you see what this baby does to an X-clone.

Shotgun: The Shotgun fires 2 shells at a time, causing a lot of damage for a full hit. It also has quite a hefty kick-back and takes a short time to reload.

Plasma Cannon: The Plasma Cannon weapon fires a fairly fast barrage of plasma bolts. This is a good all-purpose weapon.

Orb-launcher: The Orb-launcher fires bouncing, exploding orbs. These bounce a few times before exploding, or explode on impact with a living entity. This is a variation on the classic grenade launcher.

Dual Rocket-launcher:
The Rocket-launcher fires two mini rockets which individually home in on an enemy. The rockets also avoid walls if they can, creating some spectacular visuals. You can also use these to see if any X-clones are hiding in the shadows.
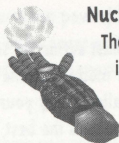
Nuclear Energy Radiation Dispatcher:
The N.E.R.D. can be the most damage-inflicting weapon. This needs to be powered up to full strength. Don't hold it at full strength for too long, it will start taking health points off. Wipe out a room full of X-clones in a single blast!

New Ammo in X-MEN: THE RAVAGES OF APOCALYPSE

Shells: For the Shotgun and Chain-gun. A small round holds 60.

Plasma: For the Plasma Cannon and the Flame-thrower. A small container holds 50 packets.

Rockets: For the Orb and Rocket-launcher. The Orb-launcher actually takes the core out of the rockets and fires. A small container holds 10.
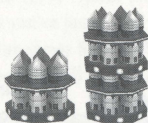
Atomic energy: For the Atom of Death. A small container holds 24 units of pure death.
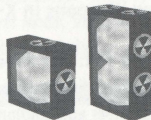
New Powerups in X-MEN: THE RAVAGES OF APOCALYPSE

Armor: There are 3 different strengths of armor. Grabbing any will definitely increase your lifespan.

Red Supercharge: Adds 100 energy points onto your current energy value. Your electronics can only handle a certain amount so the extra will start leaking out until you reach 100 energy points.

Rapid Fire: Increases the speed of your weapons or powers. This also stops any delays caused by heating up or reloading.

Ruby of Cyttorak: Makes you invulnerable. This is an artificial reproduction of the ruby, so its effects are temporary.

Superpower: Increases each weapon to double its damage points.

New Characters in X-Men: Ravages in Apocalypse

Archangel X-clone: Archangel has metallic wings from which he shoots metal Feathers. His wings make very good shields against those rockets.

Beast X-clone: Beast has no equal when it comes to gymnastic ability. You gotta avoid his flying fists and earth-shattering shock wave punch — all at the same time as he's dodging your favorite weapons!

Bishop X-clone: Bishop enjoys shooting BIG guns. He also has the ability to fire deadly energy from his bare hands. You'd better find something to hide behind when Bishop's around. His invulnerability to energy weapons makes killing him that much more difficult.

Cannonball X-clone: Cannonball's ability to fly with an indestructible blast shield surrounding him means that you'd better get real good at running.
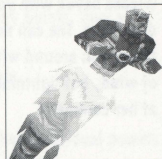
Cyclops X-clone: Cyclops only has to open his eyes to produce a dangerously accurate laser beam. But look out if you dodge his laser, 'cause this sucker ricochets right back atcha.

Gambit X-clone: Gambit has the ability to charge static objects with kinetic energy, causing the object to explode on impact. He is also expert at close combat using his staff.

Iceman X-clone: Iceman mercilessly throws short bursts of small ice shards, and look out for his super ice blast that will freeze you, allowing him to move in and attack while you're helpless.

Phoenix X-clone: Phoenix's telepathic and telekinetic abilities make her one dangerous opponent. Along with telekinetic projectiles and attempts to lift you up with her mind, you are assaulted with an indefensible psychic crunch.

Psylocke X-clone:
Psylocke is a telepath with an uncanny ability for the martial arts. She also has her psychic blade. This is a concentrated psychic attack taking the form of a blade appearing from her wrist.

Rogue X-clone:
Rogue's ability to fly, her super-human strength and resistance to injury make her one formidable foe.

Storm X-clone:
Storm's ability to control the weather wreaks havok with your fragile demeanor. She can not only throw you around with gusts of wind, but lightning is also at her command.

Wolverine X-clone:
Wolverine has retractable claws which along with unparalleled perseverance make a scary combination. His healing factor plays a major part in his favorite activity - hunting you down!

New Environment Hazards and Effects

Lightning:
Look out for Lightning or else you'll be struck down where you stand. Lightning can come in many forms, all of it detrimental to your survival.

Laser trip wires:
Keep an eye out for the laser emitters. Walking between them is asking for sweet release. You can shoot to destroy them, but don't be too close when you do.

Tech dudes:
These mostly harmless minions of Apocalypse can some-times run to hit an alarm or switch if you don't get to them first.

Flame traps:
Try to avoid or get out quick or you'll end up as Wolverine's snack.

Steam:
Watch out for steam leaking from pipes or vents; it can be scalding hot.

Destructible walls and doors:
Keep a lookout for clues that a wall or door, or even a computer, can be blown away. Rockets and orbs make the best mess of these.

MULTI-PLAYER ACTION

X-MEN: THE RAVAGES OF APOCALYPSE fully supports multi-player mode. There are 5 new levels designed specifically for multi-players.

Multi-play:

Multi-play is quite different from what you may be used to because of the different characters available, each character having different powers, and because in All weapons mode, you start with all of the unique weapons, needing only to pick up ammunition.

In Multi-play if you scorch someone with the flame-thrower, you will reduce them to a skeleton. As a skeleton the only thing you can do is run. If the skeletal player is able to get back up to 100 Energy points, they will be restored to full health.

Each character has 2 powers available, which hitting the "1" key or the "?" key will toggle.

There are two modes of Multi-play:

All weapons: Allows all characters to use the weapons featured in single-play as well as their individual powers.

Powers only: Disables all the single-player weapons and ammunition, leaving only each character's unique powers (of which each character has 2). This pits X-Men against X-Men with only their individual, unique powers at their disposal. This is a very exciting experience. It takes a while, but once you have mastered the subtleties of each character's powers, there is no turning back.

Non-server players can switch characters from the console. From the console type the character name that you would like to switch to and then type **CONNECT**, to reconnect to the server. Please note that your frag count resets to zero each time you change characters.

Team Play:

Team play is a variation on what you may be used to, as the character you choose determines your team. All the players using the same character will be on the same team. If you have the Team Color Rules set to "No Friendly Fire" you won't be able to damage the other players on your team. To set up, run, or join a multi-player game, use the Launcher's Multi-play setup or the Main Menu Multi-player option.

QED Lite

The shareware version of QED has been included in the QEDLite directory on the CD. QED is a simple to use Quake editing program that allows you to create and edit levels for Quake and Quake engine games. An online tutorial walks you through the creation process.

Installation:

1) Run the QED installer and follow the directions to install QED.
2) If you are new to Quake editing see the tutorial and help section to get up to speed.

Visit http://www.3dmatrix.com for the latest information about QED.

GameSpy

The shareware version of GameSpy has been included in the GameSpy directory on the CD. GameSpy is a multiplayer Internet Interface that allows you to join in your favorite multiplayer game through your Internet connection.

Installation:

1) Run the GameSpy installer and install GameSpy into your Quake folder, or if you wish into a different directory.
2) If you are completely new to GameSpy see the GameSpy Beginners Guide Before Continuing!
3) Click the GameSpy icon on the desktop
4) Click the Update from All Sources button. This will start a Server List Update. This gets a new list of active servers from the all the Master Servers and Server Lists.

Visit http://www.gamespy.com for the latest information about GameSpy.

TROUBLESHOOTING

Q: Floor textures are blocky in some areas, particularly in the Mansion level.
A: This is a rendering problem which can be corrected by switching to a lower resolution mode in the Quake options menu.

Q: I get an error message when I try to run a single player game in GLQuake (OpenGL) mode.
A: Try skipping the demos by typing +MAP START in the Extra Command Line Parameters section of the launcher.

CUSTOMER SUPPORT

Please be sitting at your computer when you call technical support. Check to make sure your computer meets the minimum system requirements and has an installed an running version of Quake. If you are having any difficulty installing Quake or need to update to the current version of Quake, visit http://www.gtinteractive.com for information and patches.

WizardWorks Technical Support is available to help you resolve any problems you may encounter that are not addressed in this manual. Technicians are available to answer your call Monday through Friday between 9 A.M. and 5 P.M. Central Time, holidays excluded. You can FAX a description of the problem to our Technical Support department. Be sure to include all the particulars (type of computer, memory configuration, sound card, etc.) as well as the exact wording of any error messages you encountered.

Phone	612-559-5301
FAX	612-577-0631
World Wide Web	http://www.wizworks.com

Visit WizardWorks on the web for technical support.

CREDITS

Zero Gravity

Jonn Gorden (Jonny)
Project Director, Game design, 3D modeling, graphics

Ryan Feltrin (Ridah)
Lead programmer

Development team
James Elson

Producer Programming:
Seth Jaslow (CL2)

Level Design:

Robert Whitney	Brian Hess (Wendigo)	Brent Mcleod (Drizzt)
Mattias Konradsson (Preacher)	Jimmy Sieben (Evil Genius)	Jeff Kaczorowski (Nataz)
Travis Almand (Talmond)	Ryan Freebern (BabelFish)	Tim McConnell (Venery)
Jeremy Statz (Terata)	Derek Barr (Lombard)	James Elson (H2H)
Wright Bagwell (MrBunyan)	Mackey McCandlish (Avatar)	

Textures:

Dudley Bryan (Gryphon)

Brian J. Ball (Harem king)

Brett Adam McMahon (Bmoney)

Vanessa Bell (Modesty)

Chris Greenhaw (Derelict)

James Elson (H2H)

Sounds:

Josh Martell (CruM)

Scott Parrish (Faust)

Dudley Bryan (Gryphon)

Ryan Feltrin (Ridah)

Marvel Entertainment Group, Inc.
(www.marvel.com)

Paul D. Kallis, Ph.D.
Senior Vice President, Marvel Interactive

Dan Buckley
Senior Director Marketing

Rita Prospero
Project Manager

David McElhatten
Executive Producer

Suzanne Gaffney Beason
Senior Editor

Peter Kelley
Vice President, Programming

John Cerilli
Editorial Manager

X-MEN: THE RAVAGES OF APOCALYPSE CyberComic

Larry Hama
Writer

Comicraft
Letterer

Julio Soto
Assistant Editor

Bob Harras
Editor in Chief

Daerick Gross
Penciler

Garry Schafer
Multimedia Producer

Suzanne Gaffney Beason
Editor

Atomic Paintbrush
Digital Finisher

Tracy Flynn

Michael Redding

Pete Jograj
Multimedia Developers

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Box Cover Art

| **Joe Madureira** | **Tim Townsend** | **Steve Buccellato** |
| Pencils | Inks | Colors |

Soundtrack

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For more soundtrack information: www.grimmwerks.com/MotWORM

WizardWorks

Paul Rinde	**Peter Armstrong (Clepto)**	**Bob Bussey**
Executive Vice President	Project Manager	Art Director (Box Design)
Roger Arias	**Cory Johnson (Haggus Helper)**	**Nicole Yolitz**
A & R	Project Manager	Marketing Manager

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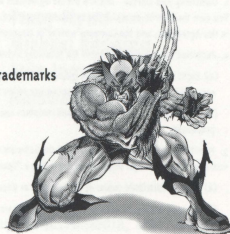QUAKE® is a registered trademark if id Software. All rights reserved.

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